

Goal/keeper/Goalkeeper – The player positioned directly in front of the goal who tries to prevent shots from crossing the goal line; the only player allowed to use their hands and arms, though only within the 18-yard penalty area.

Forward – A player who is responsible for most of a team's scoring. They play in front of the rest of their team (or in the attacking third of the field) where they can take most of the shots.

Fullback/Defender – A player who works mainly in the defensive third of the field. They are primarily focused on stopping the opposition's attackers from scoring.

FIFA 2007 Soccer Positions

Touchline/Sideline – the line that runs along the length of each side of the field. Commonly called the sideline in other sports.

Midfield Line – a line in the center of the soccer field that divides the field in half along its width and runs parallel to the goals.

Goal Box – the rectangular area (20 x 6 yd. on a full-size soccer field) marked within the penalty area (or inside the larger rectangle) and directly in front of goal. Purpose: Marks the area from which all goal kicks must be taken.

Field/Pitch – the rectangular area where soccer matches are played.

Goal Line/End Line – the boundary line extending from corner to corner along its width at each end.

Corner – an arc or quarter-circle with a radius of 1 yard located at each of the 4 corners of the soccer field. Also a reference line, the ball must be kicked from inside this arc on a corner kick.

Center Circle – a circular marking with a 10-yard radius in the "center" of the field from which kickoffs are taken to start or restart the game.

FIFA 2007 Field Terms

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Midfielder – A player generally positioned in the middle third of the field between the forwards and defenders. Their job is to link the defense and the offense through ball control and passing. They play both an attacking role and a defensive role.

Striker – Generally the same as a forward, though it sometimes refers to a forward that is his team's primary scoring threat.

FIFA 2007 Game Techniques

Long ball pass – When one of your players has the ball on your own half of the field you may attempt to pass the ball far and above the defenders on the opposing team hoping for one of your forwards to grab the ball for a 1 on 1 with the goalkeeper.

Through ball pass - A pass between defenders into open space between the fullbacks & the goalkeeper with the idea that a forward will beat the defenders to the ball. This is a very important concept to use in FIFA 2007 as it can be used anywhere on the pitch to beat defenders and hopefully create opportunity for goals.

To perform a through ball pass you must approach a defender or more with the soccer ball and use the left joystick to aim towards a teammate ahead and behind the defender followed by tapping the (Y) button on your controller. If you hold down (Y) longer you will perform a through pass to a teammate even further ahead of you.

Finesse Shot - You have the ability to curl and put movement on the ball when shooting. Allowing you to shoot the ball into tight corners while putting spin on the ball; the finesse shot will often lead to more second chance opportunities because the goalkeeper has a tougher time getting control and is more likely to swat the ball away.

To use the all new finesse shot you simply need to hold down (LT), while powering your shot. When you are closer to the net you don't need to pick a corner, simply choose left or right for an easy goal; be careful not to put too much power on your shot. It is not recommended to shoot a finesse shot with the player's weaker foot as it is more likely to miss.

UNDERSTANDING THE GAME MINI GUIDE

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Standing skills extension

Drag back and flick - This move allows you to change your direction by 90 degrees from a standing position. This extension of the drag back can be used to fake your marker into thinking you're going to do the standard drag back trick them to commit.

The standing step over and knock on - Like the drag back and flick, this is an extension of a move: the standing step over. After you have sent your opponent the wrong way knock the ball on in the other direction and leave them confused as to what has just happened.

Fake step - This move is solely to send your marker the wrong way with a step in the wrong direction. It could be enough to send them totally the wrong way. If they do not fall for this your player returns to his standing stance quickly.

The standing step over - This is a similar move to the step-over. Like the Drag Back, the move entices the defender to commit himself, either drawing the foul or creating space for the player in possession to break away.

Drag back - This is used when you are standing still and your marker is either facing-off or jockeying against you. The move enables the player in possession to drag the ball back towards them, potentially committing the defender and creating a break-away chance to avoid being marked.

Standing skills

These moves can only be performed when a player is standing still with the ball at their feet.

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Off ball Movement - A key concept in any sport is having off the ball movement. In FIFA you have the ability to use "man-run" which will make your team run up the field, you can pull out the keeper and have him charge fielders creating confusion for opponents, and you can use double team tactics to put a hot striker to sleep.

For both man-run (offense) and double team (defense) you simply press and hold the same button (LT), also known as left trigger, on the controller. To pull your goalkeeper off the line and make him dash out to cut off the shot angle you simply need to hold down (Y) on the controller.

FIFA 2007 Trick Stick Moves

Lane change - Good for when you are running at medium speed and have a marker approaching the player in possession from directly ahead at pace and with a little bit of space between you. Also use the same move to break free of a player trying to jostle you for possession of the ball.

Sideways dribble - Can be used to give you more room when you can see your marker attempting to block your path a little way ahead of your player. It also can be used to "fake-out" your marker when in shooting distance and the marker is a short distance from you.

The step-over – Try and fool your marker into committing to one direction or another, enabling you to bypass their tackle. The rapid movement of your feet can trick him into thinking that you are going to change direction. Perform this move when there's only a small amount of space between you and your defender. Can also be used to break free of a defender jostling your player for possession.

The ball lift - Good for dodging an expected slide tackle or a standing tackle from the side. When dribbling with the ball, the player can chip the ball into the air and over the legs of defending players. Time this to perfection and you get yourself out of some seemingly impossible situations or you can earn yourself some free kicks in dangerous areas.